AUTOMATIC SPEECH RECOGNITION

Abstract

A system for responding to spoken commands enables a
computer system to avoid some synchronization problems. In
certain embodiments, object oriented programming may be
utilized to create an object which seamlessly coordinates

5   between an application program and a speech engine. An
object may respond to a given command which is applied
tactilely or through spoken commands in a fashion which
allows the application to act in the same way whatever the
form of the input. In this way, an application may

10 efficiently utilize spoken commands. For example, the
spoken commands may be recognized as applying to one of two
currently active tasks or windows. Through coordination
with the application itself, the speech engine can be
advised of a sub-vocabulary within its overall vocabulary

15 which should be consulted in connection with certain ongoing
commands. This improves the accuracy of the speech
recognition process, since the spoken words need only be
compared to a smaller sub-vocabulary for speech recognition
purposes.